

World History

Pacific Theater



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Part One

Using the Simulation

Introduction

It is October, 1941; the world is in turmoil. Nazi Germany is attempting a takeover in Europe, the Japanese have occupied China. There is reason to believe they will soon attack the South Pacific. It is the deadliest conflagration in the history of mankind — and you will be at the center of it!

Pacific Theater takes you back to this dramatic time in modern history, focussing specifically on the conflict in the South Pacific. You will become a leader of either the Japanese or American forces. Your goals will be those of the country you represent; either to capture badly needed resources in the South Pacific, or to defend your bases and interests against any Japanese intransigence.

You must deal with the historical strengths and weaknesses of your side, but don't take anything for granted. It is possible to change history! If you are thoroughly prepared and well versed in the real events of the war, you can design a strategy to lead your side to victory.

Good luck!

Aims and Objectives

This program brings a chapter of world history to life and can provide an exciting, creative outlet for students.

Information is presented in three ways:

- through the simulation of leading the American or Japanese forces, the student will experience and learn of the realities which faced the men who fought the war in the Pacific Theater.
- using the question mode to gain points, students will learn about the history of the era — the names of political and military leaders, the events that shaped the war and the weapons that changed our world.
- the student will gain a visual appreciation of the geography of the Pacific Theater by using the maps included in the program.

Students must make informed and thoughtful decisions in order to complete the simulation. They must be able to correctly answer questions regarding the historical facts of World War II and they must be able to define and implement a strategy to lead their side to victory.

Knowledge Objectives

Upon completion of the simulation, the student should:

- be familiar with the names and backgrounds of the generals and admirals who led both sides into battle.
- know much about the life of the average American and Japanese soldier, including the equipment he used, ways he traveled and hardships he faced.
- be able to identify the islands in the Pacific and recognize the role each played in the war.
- understand more about the culture of Japan and the reasons behind Japanese aggression.
- recognize the drastic changes that have led to modern warfare and the consequences of using the latest technology to fight a war.
- identify the strategies which both sides employed during the war.

Students must make informed and thoughtful decisions in order to complete the simulation. They must be able to answer questions about World War II and they must be able to define and implement a strategy which will lead their side to victory. Constant feedback is given throughout the simulation.

Skill Objectives

The student should also develop these specific skills upon completion of the simulation:

- decision-making skills
 - searching for alternatives
 - weighing alternatives
 - evaluating decisions
- social skills
 - contributing to group problem-solving
 - expressing ideas
 - listening to others
 - defending a point of view
 - accepting the opinions of others
 - reaching consensus
 - co-operating
- map skills
 - location and distances
 - route planning
- research skills
 - searching for information
 - categorizing information
 - record keeping
- strategy formation and implementation
 - defining possible strategies
 - testing strategies
 - examining alternate strategies
 - planning a course of action
 - following a course of action

Decision-making and strategy formation and implementation play major roles throughout the simulation. Social skills are enhanced by group decision-making and strategy planning. Map skills are developed through mapping routes and determining locations. Students develop their research skills while searching for information in the backgrounds.

System Requirements

There are three disks in the Apple 5.25" disk version of this program, titled: *Pacific Master*, *Pacific One*, and *Pacific Two*. If you are using the MS-DOS 5.25" version of this program you will have two disks, *Pacific Master* and *Pacific One*. The program fits entirely on one 3.5" disk (Apple or MS-DOS), titled *Pacific Theater*.

Apple versions will operate on Apple II+, IIe, IIC, and IIgs with 64K RAM (or more) and one or two disk drives.

MS-DOS versions of *Pacific Theater* will run on any IBM PC with at least 256K RAM and one or two disk drives. The PC must be equipped with a Color Graphics Adapter (CGA) or equivalent. The program will also operate on PC compatibles, including the Tandy 1000.

Getting Started

Before you begin using this program we suggest you make a backup of the disk(s) in accordance with the copyright information supplied on page *iii* of this manual. If you are using one of the 3.5" disk versions, or a network version, of this program, please refer to Appendix A of this manual before reading the following.

Apple

The boot (start up) disk is titled *Pacific Master*. Place it in Drive One. Boot the program by turning on the computer or by pressing the appropriate keys (as shown in your Apple Owners Manual — the <CTRL>, <RESET> and <OPEN APPLE> keys in the case of the Apple IIe) if the computer is already on.

MS-DOS

Boot the program by loading DOS 2.0 (or higher), then insert *Pacific Master* and type **PAC**.

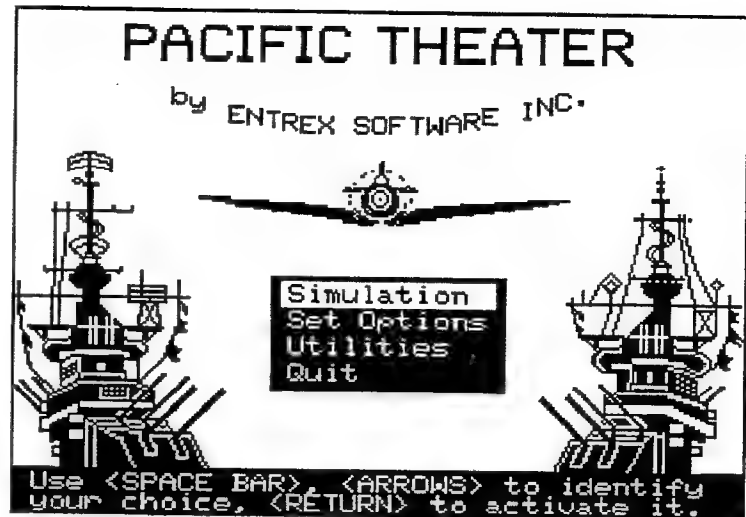
Introductory Screen

When the simulation is loaded, an Introductory Screen (see Diagram 1) will appear. To begin the simulation, press <RETURN>. The computer will instruct you to remove the *Pacific Master* disk and insert *Pacific One*.

The main menu should now appear (see Diagram 2). If you have not used the program before, press <RETURN> to see the *Introduction*. If you want to skip the introduction, press the <SPACE BAR> once so that *New Session* is highlighted, then press <RETURN>.

Highlighting *Quit* allows you to exit the program.

Diagram 1 - The Credits Screen



Using the Program

Menus

While using *Pacific Theater* you will be asked to use menus, respond to instructions, and exchange disks. You will have more success using the program if you have a complete understanding of how to use these three functions.

Throughout the program you will be shown “menus” — lists of choices which you are allowed to make. For example, at the beginning of the game, you will be shown the menu depicted in Diagram 2.

To tell the computer what you want to do, simply use the <SPACE BAR>, <←>, <↑>, <↓> keys, or <E>, <S>, <D> and <X> keys to move the highlight to the desired command. For example, if you want to select *Introduction* from the Main Menu, the menu should appear as in Diagram 2, with the word *Introduction* highlighted. Once your choice is highlighted, press <RETURN>.

If at any time you wish to escape from a menu or operation, press the <ESC> key.

Diagram 2 — Main Menu, Selecting "Introduction"



Instructions

While using *Pacific Theater* you will often see instructions at the bottom of the screen. You will usually be asked to press a key or wait a moment while the computer performs a function. Follow these instruction carefully and the program will progress smoothly.

Exchanging Disks

Apple

Pacific Theater is on three disks (Apple), two disks (MS-DOS), or one disk (3.5" and network versions). Please see *System Requirements* for more information on the disks you should have.

If you are using an Apple II with 5.25" disk drives, after choosing *Simulation* from the master disk, you will have to exchange *Pacific Master* for *Pacific One*. If you have two drives, insert *Pacific Two* in the second drive. You will not have to exchange disks again unless you wish to use the utilities on *Pacific Master*.

If you have only one disk drive, from time to time the computer will instruct you to remove *Pacific One* and insert *Pacific Two*. This happens primarily when you are looking up information in either *Topics* or *Words* or when saving a session. When you have finished any of these actions the computer will ask you to remove *Pacific Two* and replace it with *Pacific One*.

MS-DOS

User's of MS-DOS versions should insert *Pacific One* in the second disk drive (if you have one). Otherwise, you will have to exchange disks when moving from *Utilities* to the *Simulation*, or back.

Hard disk installation

NOTE: the 5.25" version of the program cannot be loaded onto a hard disk. If you require the program to be loaded onto a hard disk, for single or multiple terminal use, please contact Entrex directly.

Main Screen Components

Map

The main screen (see Diagram 3) is divided into several sections: the map, the status display, and the command bar.

The map is divided into four quadrants and covers an area including Japan and eastern Asia, the Aleutians and the North Pacific, Hawaii, Tahiti and the South Pacific, and Australia and Indonesia. Strategically important areas are marked with small boxes. If the box is empty, no forces are located there (though if secrecy is on, this is not necessarily true, see: Part II, Secrecy). If the top half of the box is filled, a Japanese unit occupies the area. An Allied unit occupies an area if the bottom half of the box is filled. If both halves of the box are filled, control of the area is under dispute.

When a unit is moved, the appropriate half of the box at the unit's original location will be cleared, while the appropriate half of the box at the new location will be filled.

NOTE: the original box will remain filled if another unit from the same side remains in the area.

If secrecy is turned on, you will be unable to see where enemy forces are located unless one of your units is in the same area.

Status Display

The *Status Display* will change to keep you informed of the status of your side. It tells you the round of play, the date (starting October, 1941), and the side currently taking its turn.

The status display also lists the points the command, either Japan or U.S.A., has, and the number of points it needs to win.

"Potency" is listed next. Potency reflects the fighting ability of a side. It encompasses morale, leadership, and weaponry. A high potency is equivalent to good morale, excellent leadership, and modern, well maintained equipment. Low potency can be equated to poor leadership, disorder, and poorly maintained, antiquated equipment. Potency can never be higher than 100 or lower than 10.

"Strength" shows the combined strength of all active forces of the current command. The higher the number, the greater the strength. The strength and potency values are set at the beginning of the simulation, and will vary as the simulation progresses. Initial values are based on historical data, though they are scaled for ease of use.

The last number, under "Losses," shows the total number of strength points lost during the war, to the date listed at the top.

Command Bar

At the top of the Main Screen is the Command Bar. The Command Bar is used to activate any one of the program's six main commands. To select a command, type its first letter or move the highlight to the command by pressing the <SPACE BAR>. When the desired command is highlighted, press <RETURN>.

The following section explains the commands in detail.

Commands

This section provides a detailed explanation of each of the program's commands, discussed in the order in which you will most likely want to use them.

Help

If you are using this simulation for the first time, it is important that you begin with this command. After selecting it, a sub-menu containing three different options (*Advice*, *Rules*, and *Symbols*) will appear. Use the <SPACE BAR> to select the option of your choice and press <RETURN>. First-time users should study each of the options before using the simulation.

Advice

Advice contains valuable hints on how to command the Japanese and American forces. Rules for using the simulation are outlined in the *Rules* file. This includes guidelines for moving units, fighting, and requirements for victory. A symbols legend will be found in the *Symbols* files.

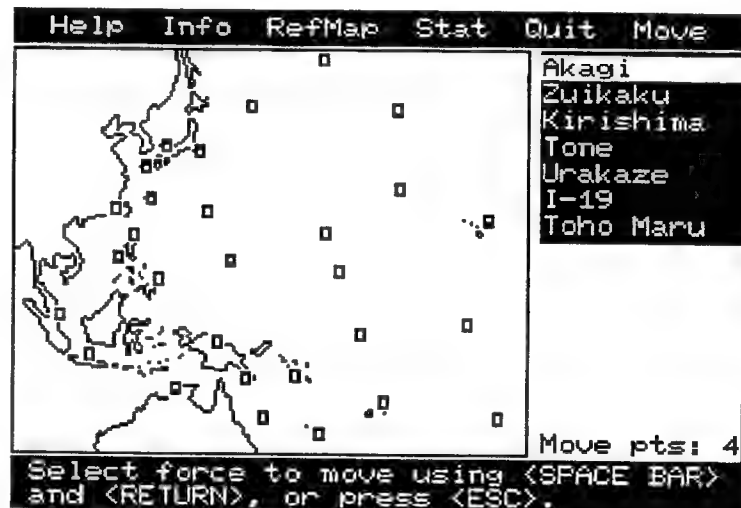
Move

This command allows you to move your troops. All of your active forces will be displayed on the screen, as in Diagram 3 (see below).

After selecting *Move*, highlight the name of the unit that you wish to move. When highlighted, the location of that particular force will flash on the screen.

Once you have selected a unit, press <RETURN>. The computer will list all the possible locations to which that army can be moved.

Diagram 3 — The Main Screen and Move Command



Again, use the <SPACE BAR> to select a location. Then press <RETURN>.

Some units will be quite mobile, with the capability of moving up to three times in one turn. Units capable of moving more than once in a turn may be temporarily moved to a location and moved again later. If you decide not to move a selected unit, press <ESC>. You will be given three options:

Info

- *Pause Move* temporarily leaves the unit at that location.
- *End Move* leaves the unit at that location for the rest of the turn.
- *Cancel Move* returns the unit to the location it started from at the beginning of your turn (not available if secrecy is turned on).

Subjects

After choosing this command, you will see a sub-menu containing two options: *Subjects* and *Words*.

If you select this option, you will see the following screen, containing an index of all the topics which you can read about:

Diagram 4 - Subjects

INFORMATION TOPICS	
AIR POWER (1941)	JAPANESE RETREATS
AIR POWER (1943)	KAMIKAZES
ATOM BOMB	LEYTE GULF
CARRIERS	MACARTHUR
CORAL SEA	MIDWAY
DEC. 7, 1941	MIDWAY HEROES
DOOLITTLE'S RAID	NIMITZ
GUADALCANAL	OAHU
HALSEY	P.O.W. CAMPS
HIROHITO	PHILIPPINE SEA
IMPERIAL JAPAN	PRODUCTION WAR
INTERMENT	ROOSEVELT
ISLAND HOPPING	SAKAI
JAPANESE ADVANCES	SECRET CODES
JAPANESE MOTIVES	SPRUANCE
<E,S,D,X,ARROWS,SPACE BAR,O> for other TOPICS; <RETURN> for current; <ESC>	

Type <O> to see the other topics. Highlight the title of the subject you would like to read about. Press the <←> keys or <SPACE BAR> to page through the text. Press the <ESC> key when you have finished reading. You may choose another topic or press <ESC> again to return to the Main Screen.

Words

This option contains a computerized glossary of the more difficult words used in *Subjects*.

To find a particular word, highlight the appropriate alphabetical category. You will see a dictionary containing all of the words that fall in the alphabetical category you selected. Press the <ESC> key when you have finished reading. You may choose another category or press the <ESC> key again to return to the Main Screen.

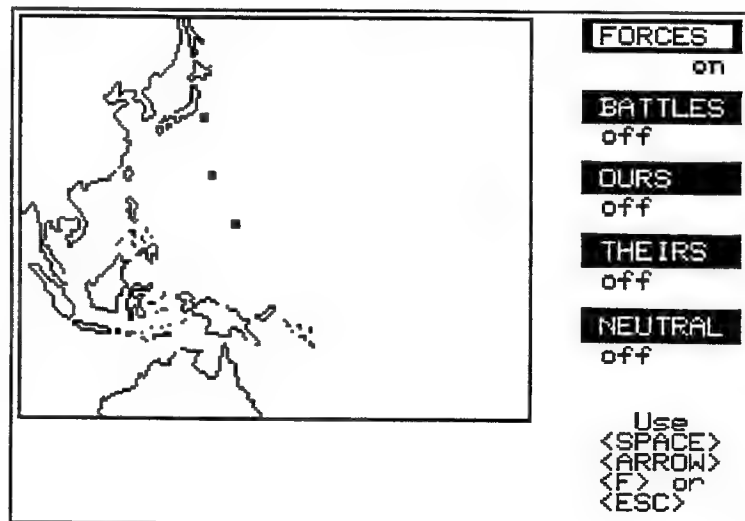
Refmap

If you select this command, you will see a sub-menu containing the following options:

Total Map

If you choose *Total Map*, you will be shown a map of the Pacific Theater, including all locations where the war can be fought. It encompasses all four quadrants which are seen on the Main Screen:

Diagram 5 - Total Map



Note the categories on the right hand side of the screen. You may display your forces, the areas controlled by either side, the areas in which battles are currently taking place, or neutral areas. Use the <SPACE BAR> to move to the desired category. Then press the right or left arrow keys to turn the category "On" or "Off" (displayed or not displayed).

Using the Simulation

To see a flashing display, press <F> after switching a category on. Press <F> again to turn the flashing display off.

Press the <ESC> key to return to the Main Screen.

NOTE: even when secrecy is on, areas controlled by the enemy will be displayed.

Stat

This command enables you to receive a full report of the action. You'll go to a sub-menu with five options: *One Area*, *All Areas*, *All Forces*, *Status Report*, and *Groups*.

One Area

When you choose this option, a list of all areas for which statistics are available will appear on the right hand side of the main screen. Move the highlight to the name of the location you desire information on. The list continues beyond the last line shown on the screen. To see additional areas, move the highlight past the last location shown.

When you highlight the area that you are interested in, the map will change to display that location. Press <RETURN> and a report about this area will appear (see Diagram 6).

The report will display symbols showing the area's strategic importance and points indicating its value to the side which controls it. The report will also list the units you have present in the area and inform you if any enemy forces are nearby.

To view another area, press the <RETURN> key. Press the <ESC> key to return to the Main Screen.

Diagram 6 - Area Report

Tokyo    

Point value: 2 Defense factor: 3
 Controller: Japan
 Friendly units present:

	Tone	Strength: 45	Movement: 5/5
	I-19	Strength: 15	Movement: 3/3
	Toho Maru	Strength: 10	Movement: 3/3
Total strength:		70	

Press <RETURN> for another area;
 press <ESC> to exit to main menu.

All Areas

This report will show you a breakdown of all areas controlled by Japanese and American armies (see Diagram 7).

Diagram 7 - All Areas

AREA	DEF	PNTS	PR	Press <ESC>
Aleutians	1,1	0	00	
Christmas Island	1,1	1	00	
Coral Sea	1,1	0	00	
Darwin	1,2	1	00	E
Fiji	1,1	2	00	
Gilbert Islands	1,1	1	00	
Guadalcanal	1,1	1	00	
Guam	1,2	1	00	E
Hiroshima	2,2	1 *	00	0 E
Hollandia	1,1	1	00	
Hong Kong	1,2	2	00	
Iwo Jima	1,1	1	00	
Java	1,1	3	00	
Leyte Gulf	1,1	0	00	
Luzon	1,1	1	00	
Manila	1,2	2	00	E
Marshall Islands	1,1	1	00	
Midway	1,1	1	00	
NE Pacific	1,1	0	00	
NW Pacific	1,1	0	00	
Nagasaki	2,2	1 *	00	117
New Caledonia	1,1	1	00	

The column labelled "DEF" represents the Defense Factors of each location. The first number in the Defense Factor refers to the geographical location. Areas located on a hill or within some other geographical feature will be deemed to have natural fortifications. These areas will have a defense factor of 2 or 3. Most areas are simply labelled with the number 1 for average geographical advantages.

The second number in the Defense Factor refers to man-made fortifications. Some areas are nearly invincible due to the construction of forts, trenches, and so forth. The higher the defense factor, the more protected the area. If you can take an area without a battle, you can keep the fortification advantage. However, if you must fight to gain the area, the second number will be lowered since the fortification will most likely be destroyed during the battle.

The "PNTS" column lets you know how many points you will gain if you take over an area. An asterisk (*) by one of these numbers indicates that you already control the area.

The "PRESENCE" column lets you know if friendly forces are in the area. The first number indicates the number of friendly forces present, while the second number lists their combined strength. If an "E" appears after a number, it means enemy forces are nearby.

All Forces

This report (see Diagram 8) indicates the location of each unit, the strength of the unit, the number of moves it has left in the turn, and the number of moves it has in any normal turn. The report also divides units into "Potential" units (units which will enter the war sometime in the future), "Active" units (units currently involved in the war), and "Destroyed" units (units which have lost all their strength points).

The potential forces are listed on the top of the screen. The column labelled "STR" indicates the Strength Factor for each force (this is based on a high of 100).

The "RND" (Round) column lets you know when each force will be available for you to move. In this example, the "Hiryu" unit will be ready to move at round 7, while the "Fuso" unit won't be available until round 9.

The "LOCATION" column lets you know where each force is located.

Your active forces are listed at the bottom of the screen. These are the armies that are currently available for you to move. The "STR" column indicates strength.

Diagram 8 — All Forces

FORCES--potential	STR	RND	LOCATION
Kaga, Carrier	85	3	Tokyo
Yamato, Battleship	60	3	Nagasaki
Tanikaze, Destroyer	32	3	Tokyo
Chikuma, Cruiser	45	3	Nagasaki
Soryu, Carrier	85	3	Nagasaki
Musashi, Battleship	60	3	Nagasaki
I-23, Submarine	15	3	Nagasaki
Nihon, Minelayer	10	3	Tokyo
Hiryu, Carrier	90	3	Tokyo
Isokaze, Destroyer	32	3	Nagasaki
Fuso, Battleship	60	3	Tokyo
Kumano, Cruiser	50	11	Tokyo
FORCES--active	STR	MOV	LOCATION
Akagi, Carrier	85	0/4	Okinawa
Zuikaku, Carrier	85	4/4	Nagasaki
Kirishima, Battle	60	4/4	Hiroshima
Tone, Cruiser	45	5/5	Tokyo
Urakaze, Destroyer	32	5/5	Nagasaki
I-19, Submarine	15	3/3	Tokyo
Toho Maru, Transp	10	3/3	Tokyo

The "MOV" column lets you know how many moves each unit has. The first number indicates how many moves remain for the current round, while the second number lists the total possible moves in any one round.

If there is an "F" where the first number should be, that unit is frozen and cannot be moved until the following turn. Units may be frozen because of the need for repairs or fuel or because they refuse to follow orders.

Status Report

The Status Report gives you a quick report on the strength and points of both sides and includes information on the number of rounds of play that have been completed, points scored, points needed to win, strength, losses, and the scores gained on questions answered during play.

Groups

The Groups option helps you save time moving units by letting you group several units together and move them as a group. Only units with at least one destination in common may join a group.

Diagram 9 — Groups

GROUP 1: Not in use.	
Akagi	UNIT
Zuikaku	Akagi
Kirishima	TYPE
Tone	Carrier
Unakaze	LOCATION
I-19	Okinawa
Toho Maru	STRENGTH
	85
	MOVEMENT
	8/4
Press <1..5> for group, <H> for help, <RETURN> to change membership.	

A naval unit can only be in one group at a time. Members of a group must all be in the same geographical location when the group is formed.

The "DEST" (Destination) number indicates the maximum number of destinations to which the group could travel under ideal conditions.

To build a group, select a number from one to five (a maximum of five groups per side are allowed). Then select a unit you wish to add to that group. The computer will then automatically adjust the display of units to show only those units in the same area as the first unit chosen.

If you wish all units in that area to join the group, type <A>. If you want certain specific units to join, highlight the unit and then press <RETURN>. Pressing <RETURN> a second time will remove the unit from the group. Type <N> if you decide you don't want any of the units in that area to join the group.

Units can be disbanded by selecting the group number (one to five) then typing <N>.

A special *Groups* help screen is available by typing <H>.

Quit

If you select this command, you will move to a sub-menu with the following options:

Next Turn

This option will end one side's turn and pass the turn on to the other side. Before the other side takes its turn, however, any battles will be resolved, and if the U.S. is quitting its turn, the computer will check for events before allowing the Japanese to move.

Save

You may save a session if you wish to finish it later. After selecting this option, you will be asked to type in a number and a name to identify the session. (NOTE: if you do not save your simulation, no record of it will be kept.)

All simulations are saved on *Pacific Two*. Up to nine sessions can be saved on the disk.

Restore

You can resume a previously saved session with this option. The names of all saved simulations will be displayed. Type the number corresponding to the session you wish to resume and the computer will take you back to the point at which you left the simulation.

Restart

This option allows you to start the simulation over. All previous movements and battles in the computer's memory will be erased.

Resign

To resign is to give up! This, of course, is to be considered a last resort but should be used if you feel there is no hope of victory yet defeat may be some time in coming.

Quit

Use this option if you are finished for the day. (NOTE: *Quit* does not automatically save your sessions.)

Scoring Points

To score points, you must take over and keep control of as many areas as possible. Each area is given a point value from 0 to 4. The higher the point value, the more important the area.

To find the point value of an area, select STAT at the Command Bar on the Main Screen. Then choose *All Areas* from the sub-menu. Point values for each geographical area on the map will be listed.

The points scored for correct answers to questions (20 points each), or for incorrect responses (-20 points each), only affect the movement ability of your armies.

Secondary Screens

From time to time during the simulation, the following secondary screens will appear:

Questions

If the *Questions* option is turned on (see Part Two: Setting Options, or ask your teacher how to turn this option on and off), each player must correctly answer a multiple choice question about World War II before taking a turn.

Diagram 10 — Questions

Japan
QUESTION

Incorrect answers will affect your
MOVEMENT ABILITY!

Who said, "My only regret
is that our ships don't
have wheels...."

- Admiral Halsey
- Admiral Nimitz
- President Truman
- Emperor Hirohito

Press <ESC> for reference material.

Answer the question using <SPACE BAR>
and <RETURN>.

It is a good idea to use the *Info* command to research questions before answering them. Of course, your teacher may decide to make the simulation even more challenging by turning off the option that allows you to gain access to this information.

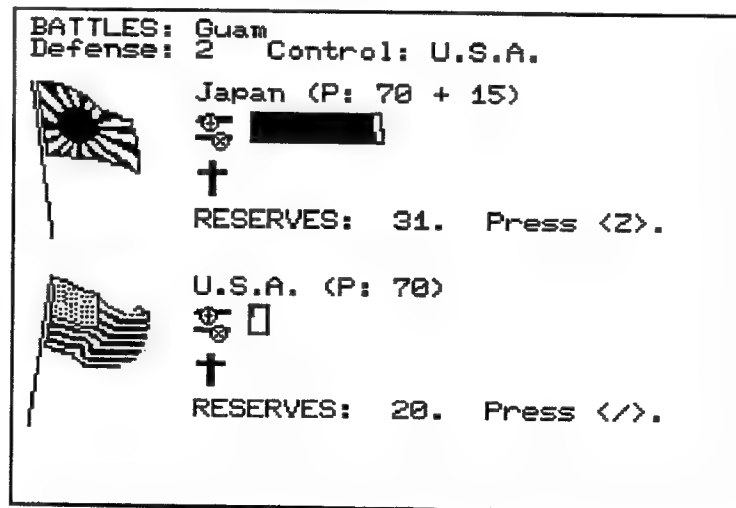
If you answer the question correctly on the first try, you will receive 20 points under your Questions score total. This total is not related to the Main Screen score, but a good question score will increase your movement ability.

If your first answer is incorrect, you must continue choosing answers until you identify the correct one. You will lose points for each incorrect response; even one wrong answer will restrict your ability to move during that turn. **If you give two or more incorrect answers, you will lose your turn.**

Battles

A battle report will be generated for each battle in a given turn. The screen will change to show the location, number of troops involved (depicted in a bar graph), and losses for both sides, as in this example:

Diagram 11 - Battles



Using the Simulation

Bar graphs beside the Japanese and American flags will indicate the total strength of the units participating in the battle. Casualties will also be graphed.

When the battle is over, the computer will calculate the percentage of troops lost on both sides and will indicate whether any units were destroyed.

Reinforcements

When new units enter the war, you will see a screen in which the unit name, type, location, strength, and movement ability are displayed:

Events

Several important events will occur during the course of the war. These include breaking your enemy's codes, marine disasters, the fall and liberation of countries, etc. Some may increase or decrease your potency, strength, and points. Events will be displayed at the end of each full turn. Press <ESC> when you are finished reading the text.

Part Two

Setting the Options

Teacher Options and Utilities

You may wish to change factors within the program to make it more challenging for advanced students or to streamline some of the operations when computer time is limited. This can be achieved by changing one or more of the program *Options*. To make these changes use the <SPACE BAR> to highlight *Set Options* at the introductory screen. Press <RETURN>. This screen will appear:

Diagram 12 — Options Screen

***	SETTING OPTIONAL FEATURES	***
SIMULATION		
1. Secrecy:		off
2. Questions:		on
3. Reference:		on
4. Changing 1..3:		on
QUIZ		
5. Reference:		on
BOOT SEQUENCE		
6. Quick Boot:		off
Press a number to change a setting. Press <ESC> to leave as was; or press <RETURN> to use the settings shown.		

Teacher Options and Utilities

If you decide to leave all the options the same, press the <ESC> key. If you want to change an option, type the corresponding number. For example, to turn *Secrecy* on, type <1>. Type <1> again to turn *Secrecy* off.

After you have selected your option settings, press <RETURN> to return to the Introductory Screen.

Here is what happens when each option is turned on.

Secrecy

This option keeps unit movements secret. It gives students a chance to ask the opposing side to look away or leave the room before moving any units. The opposing side can take advantage of this time by planning the strategy for their next move.

When secrecy is on, the computer will not display where opposing units are located. It is recommended that secrecy be turned off for first time users.

Questions

Questions will appear before each turn when this option is turned on. The student representing the side questioned (Japan or U.S.A.) must answer before the simulation will continue. Students gain Questions points for correct answers and lose Questions points and movement ability for incorrect responses.

Reference

A complete reference section may be used to help students find answers to any of the questions appearing in the program. Turning this option off creates a "closed book" rather than an "open book" format. You might consider turning this option off if you have already given the background material to the students before they began using the program.

Changing 1..3 from disk

Turn this option on if you want students to be able to change the three options described above while they are using the simulation.

Quiz Reference

This option operates much as the *Reference* option described above, except it restricts access to the reference material when using the *Quiz*.

Printing the Reference Material

Quick Boot

This option enables you to save time booting *Pacific Theater* because it takes you directly to the simulation (by-passing the Introductory Screen). *Quick Boot* is especially useful when you have many computers to load.

If you have access to a printer, you may want to print the reference information. Students may find it easier to read this information on a printout than on a computer screen. The reference material makes a good reference guide and can come in handy when computer time is limited.

Use the <SPACE BAR> to highlight *Utilities* at the Introductory Screen. Press <RETURN>. Choose <3> (Print Text) and follow the directions that appear on the screen. You'll have the option of printing any or all of the topics (see Diagram 13).

Diagram 13 — Printing Reference Material

* PRINT BACKGROUNDS *

01 AIR POWER (1941)	14 JAPANESE RETREATS
02 AIR POWER (1943)	15 KAMIKAZES
03 ATOM BOMB	16 LEYTE GULF
04 CARRIERS	17 MACARTHUR
05 CORAL SEA	18 MIDWAY
06 DEC. 7, 1941	19 MIDWAY HEROES
07 DOOLITTLE'S RAID	20 NIMITZ
08 GUADALCANAL	21 OAHU
09 HALSEY	22 P.O.W. CAMPS
10 HIROHITO	23 PHILIPPINE SEA
11 IMPERIAL JAPAN	24 PRODUCTION WAR
12 INTERNMENT	25 ROOSEVELT
13 ISLAND HOPPING	26 SAKAI

Print number: 10

Press <ESC> for Main Menu.
 Press <A> to print ALL backgrounds.
 Press <M> to see more subjects.

Clearing Saved Sessions

Type <M> to view the remaining categories.

To begin printing, type the number of the appropriate topic or type <A> to print all of the topics.

The printout will be 40 characters wide and, depending on your printer settings, will usually occupy the left hand side of the paper.

Up to nine sessions can be saved on your *Pacific* disk. You will probably want to erase previously saved sessions to make room for new ones. If so, use the <SPACE BAR> to highlight the *Utilities* command at the Introductory Screen and press <RETURN>.

Choose <1>. The computer will prompt you to insert the appropriate disk and press <RETURN>. The following screen will appear:

Diagram 14 — Clearing Saved Sessions

```
***  CLEARING SAVED SESSIONS  ***

1. WILLY K.
2. SHEILA B.
3. NANCY M.
4. ALICIA K.
5. JOHN D.

Mark sessions to be cleared with "*"
by pressing:
<0> to mark ALL sessions for clearing;
<1..9> to mark individual sessions.

Press <RETURN> to clear; <ESC> not to.
```

Mark each session you wish to clear by pressing the number corresponding to the session, or press <0> (zero) to mark all the sessions. An asterisk (*) will appear beside each session to be cleared.

When you have finished marking, press <RETURN> to proceed with the deletions. If you decide not to clear any sessions, press <ESC>.

Modify Questions

You may edit any of the questions which appear during the simulation. You may also create additional disks with new question sets.

If you change questions on one disk and want all of your students to have them, you will have to make the changes on each disk that you own. Instead, you may want to create several different disks and circulate them among the students for an endless array of questions.

It is a good idea to NOT change questions on the original *Pacific* disk.

To edit or replace old questions with new ones, use the <SPACE BAR> to highlight the *Utilities* command at the Introductory Screen and press <RETURN>.

Choose <2> when the Utilities Screen appears. The computer will instruct you to insert your *Pacific* disk and press <RETURN>. Press <E> if you wish to edit the question. The cursor will appear on the first letter of the question. Use the <←→,↑,↓> keys to move the cursor to the portion of the question you wish to change. Type in the changes over the old information.

If you wish to write a new question altogether, leave the cursor at the beginning of the question and simply type the new question over the old. When editing and writing questions, keep these points in mind:

- Each question should contain three lines. You can reduce the question's length to two but cannot increase it to four.
- Question lines may contain up to 27 characters (including blanks).
- There must be four answer choices to each question, with one choice to a line.
- Only one answer to a question can be correct. Precede the correct answer with an asterisk (*).
- The three incorrect answers must be preceded by a capital "X".
- Before typing an answer, skip two spaces, type <*> or <X> for correct or incorrect, and then skip one more space before typing in the answer. You may use up to 23 characters for each answer.

NOTE: If you do not follow the correct procedure for writing questions, the computer will not allow you to save the modified question.

When you have finished editing a question, press the <CONTROL> and <C> keys simultaneously. The computer will ask you if you wish to save the new question. Type <Y> to save the changes or <N> if you have changed your mind about the edits.

To move to the next question, type <N>. To move to a previous question, type <P>.

When you have finished editing, press <ESC>. Insert the appropriate *Pacific* disk and press <RETURN> to go back to the Introductory Screen.

Quiz

This simple drill presents a multiple choice quiz for up to five students, who will take turns answering questions about World War II in the Pacific. You can use the Modify Questions option to replace the old questions with new sets from time to time.

Because knowledge is critical to victory in the simulation, some students may want to use the Quiz to refresh their knowledge of historical facts before tackling an opponent in the simulation. To use the quiz and not the simulation, highlight *Quiz* on the Introductory Screen and press <RETURN>.

Select the number of players (from 1 to 5). The computer will ask if your selection is correct, giving you the opportunity to change your mind. Type <Y> if you are satisfied with the number of players; type <N> to change it.

A series of multiple choice questions will appear. Students will score 20 points for each question they answer correctly the first time. They will lose 25 points for one incorrect response, 50 points for two incorrect answers, and 100 points will be deducted if a student answers incorrectly three times in a row.

Part Three

Using the Program in the Classroom

Lesson Plan

This program works most effectively when used in conjunction with a complete unit of study focusing on World War II. It can also be used on its own, as enrichment or supplementary material.

The following suggested study unit could span five to 10 days of study, depending on the depth of learning desired. It can be used exactly or modified to fit particular classroom requirements.

DAY 1

Discuss U.S. involvement in the war against Nazi Germany and how Japan's expansion plans suddenly forced American involvement in what was essentially two separate wars. Explain how the Dec. 7, 1941 raid on Pearl Harbor took Americans by surprise and led President Roosevelt to ask Congress to declare war on Japan.

Assignment 1 Ask students to research the views of political leaders of the era from both sides.

DAY 2

Focus on the major events of the first year of the war against Japan. Introduce the key military leaders and discuss the background and skills of each. Discuss Japan's early advantages—better aircraft, more experienced pilots, U.S. resources stretched across the Pacific, etc. Using a map of the South Pacific, point out the areas where the war was fought.

Assignment 2 Ask students to choose one military leader from either side and write a report on his background, experience, education and the role he played in the conflict.

Using the Program in the Classroom

- DAY 3** Discuss the types of weapons used at the beginning of the conflict—aircraft carriers, carrier based planes, submarines, destroyers, etc. Explain how these were refined by the second half of the war. Spend a few minutes discussing how to use *Pacific Theater* in preparation for use the following day.
Assignment 3 Have students write reports detailing a week in the life of an American or Japanese sailor or pilot. What did he eat, wear, carry? What type of training did he have? How old was he? What dangers did he face and what were his survival chances?
- DAY 4** Divide the class into two or more groups, depending upon the number of computers you have, and ask each group to choose sides among themselves (Japan or USA). Use the simulation, having students save their simulations at the end of class. Consider marking each group's forces on a map so groups can compare strategies.
Assignment 4 Ask students to select one battle and research it thoroughly. Write a report on the leaders involved, the outcome and what things the student might have done differently if he or she had controlled the forces involved.
- DAY 5** Discuss the U.S. decision to use the atom bomb on the Japanese cities of Hiroshima and Nagasaki in August of 1945. Ask students to give their views on the moral implications of this decision and how it changed warfare forever. Then, ask students to continue their sessions on the computers.
Assignment 5 Ask students to write a report describing their feelings from the class discussion regarding the use of the atom bomb. Do they concur with President Truman's decision? What would their decision have been?
- DAY 6** Ask students to complete their computer sessions by the end of the class.
Assignment 6 Have students review the material, including the effectiveness of their planned strategies and the use of alternate strategies.
- Additional activities could include:
- examining the impact nuclear power has had on our lives since World War II.
 - exploring Japanese culture and history—how Japan changed from a feudal and warrior class system to Western models of government, manufacturing, education and so on.
 - looking at how Japanese-Americans were treated during the war.

Assignment Questions

1. What problems did World War I leave unsolved? What new problems did it cause? Were any of these problems related to the war in the Pacific?
2. Could World War I have been "the war to end all wars"? How could World War II have been prevented?
3. What caused the Great Depression after World War I? Was the depression one of the factors which led to the conflict between Japan and the U.S.?
4. What was the cause of American isolationism? Who favored it? Who didn't? How did American isolationism affect American readiness for war in the Pacific?
5. Describe Japanese Emperor Hirohito. What was his attitude towards the military? What role did he play in Japan's surrender? What was his role after the war?
7. Characterize Japan's feelings towards the United States prior to World War II. Why did they feel they had no option but to go to war?
8. Compare and contrast the quality and effectiveness of Japanese and American combat aircraft. Investigate their range, speed and strike capabilities.
9. What improvements were made to these aircraft during the war? Did the changes result in a shift in power?
10. Why did Japan decide to attack Pearl Harbor? What did they hope to accomplish?
11. In which battle did the Americans first halt Japanese expansion in the Pacific? Was the battle a turning point in the war?
12. Briefly describe the Allied strategy in the battle for Midway. Could the Japanese have won the battle?
13. Who was responsible for governing the Japanese after their surrender in 1945? What sort of policies did he advocate?
14. What were the political, social, and economic effects of the war on the United States?
15. Describe America's various political and economic plans instituted after the war to aid the countries it had just defeated.

PACIFIC THEATER

MULTIPLE CHOICE QUIZ

Read each question carefully and then study each of the possible answers. Circle the letter beside the best answer. There is only one correct answer to each question.

1. Which of the following helped to cause the outbreak of World War II?
 - a. World War I
 - b. the Great Depression
 - c. the rise of dictatorships
 - d. all of the above
2. Who was the Emperor of Japan prior to World War II?
 - a. Hirohito
 - b. Yamamoto
 - c. Tojo
 - d. Nishizawa
3. When World War II started, generally speaking, what policy did most Americans favor?
 - a. Imperialism
 - b. Interventionism
 - c. Isolationism
 - d. Internationalism
4. Who led the American people through the Great Depression and World War II?
 - a. Harry Truman
 - b. Dwight Eisenhower
 - c. Franklin Roosevelt
 - d. Herbert Hoover
5. Japanese culture in 1940 may have helped lead Japan into war because it stressed that life was not as important as:
 - a. wealth
 - b. duty
 - c. honor
 - d. courage
6. Which of the following statements is a fair description of Japanese-Americans during World War II?
 - a. Most Japanese-Americans loved America and did not want to return to Japan.
 - b. The Japanese-American 442nd was the most decorated unit during the war.
 - c. The Japanese-Americans accepted "internment."
 - d. all of the above

7. In the early stages of the war, what one event was designed specifically to boost American morale?
 - a. MacArthur's return to the Philippines
 - b. Doolittle's raid on Tokyo
 - c. the battle at Midway
 - d. the commissioning of the Enterprise
8. Who was named Supreme Commander of all Allied powers in Japan?
 - a. General MacArthur
 - b. Admiral Spruance
 - c. Admiral Halsey
 - d. President Truman
9. Which of the following statements accurately describes General MacArthur?
 - a. He was a quiet leader.
 - b. He lacked daring and initiative.
 - c. He was a genius with a gigantic ego.
 - d. He was strong on discipline but weak on strategy and tactics.
10. Which of the following is NOT a true statement about Japan?
 - a. Japan is very mountainous.
 - b. Japan is overpopulated.
 - c. Japan has few natural resources.
 - d. Japan has large areas of rich farmland.
11. What event ended America's belief in isolationism?
 - a. The attack on Pearl Harbor.
 - b. The invasion of the Philippines.
 - c. The shelling of a uninhabited west coast island by a Japanese submarine.
 - d. Germany's invasion of Poland.
12. Which Japanese strategist planned and ordered the attack on Pearl Harbor?
 - a. Admiral Yamamoto
 - b. Emperor Hirohito
 - c. General Tojo
 - d. Saburo Sakai
13. What ships were the most important in the Pacific Theater?
 - a. battleships
 - b. aircraft carriers
 - c. submarines
 - d. liberty ships
14. What plane accounted for nearly 75% of all U.S. combat victories over the Japanese?
 - a. the Hellcat
 - b. the Thunderbolt
 - c. the Corsair
 - d. the Wildcat

Using the Program in the Classroom

15. In which city were the most Japanese lives lost during the war?
 - a. Hiroshima
 - b. Osaka
 - c. Nagasaki
 - d. Toyko
16. Before deciding to drop the atom bomb, American strategists estimated an invasion of the Japanese islands would lead to:
 - a. very few civilian casualties
 - b. at least one million American casualties
 - c. President Roosevelt's removal from office
 - d. none of the above
17. What was typical of the Japanese attitude towards Allied prisoners of war?
 - a. They fed the POWs as best they could.
 - b. They mistreated and starved the POWs.
 - c. They executed all captured Allied military personnel.
 - d. They housed all POWs in camps located in Singapore and Hong Kong.
18. What battle marked the first American victory in the Pacific Theater?
 - a. the battle for Midway
 - b. the battle to hold Bataan and Corregidor in the Philippines
 - c. the battle in the Leyte Gulf
 - d. the battle in the Coral Sea
19. At the close of which battle was Japanese expansion in the South Pacific halted?
 - a. the battle for Midway
 - b. the battle in the Coral Sea
 - c. the battle for Guadalcanal
 - d. the Leyte Gulf battle
20. What was the great mistake made by the Japanese in their attack on Pearl Harbor?
 - a. not targeting the battleships
 - b. killing American and foreign civilians
 - c. not finishing the job after their initial victory
 - d. all of the above
21. Which American military leader was best known for his brilliant strategy and his daring hit-and-run tactics?
 - a. Admiral Halsey
 - b. General MacArthur
 - c. Admiral Spruance
 - d. President Truman

22. Which Japanese leader was intentionally shot down and killed by American airmen?
 - a. General Tojo
 - b. Emperor Hirohito
 - c. Saburo Sakai
 - d. Admiral Yamamoto
23. Which Japanese pilot was known as the “Ace of the Rising Sun” and was considered by many to be Japan’s best pilot?
 - a. Yamamoto
 - b. Nishizawa
 - c. Sakai
 - d. Tojo
24. Which American military leader was described as modest, compassionate and a bold strategist?
 - a. Admiral Halsey
 - b. Admiral Nimitz
 - c. Admiral King
 - d. General MacArthur
25. The Manhattan Project, led by Robert Oppenheimer, was responsible for the development of:
 - a. the V2 rocket
 - b. the atom bomb
 - c. the Curtis Helldiver
 - d. the modern aircraft carrier

Quiz Answers

1.	d	11.	a	21.	a
2.	a	12.	a	22.	d
3.	c	13.	b	23.	c
4.	c	14.	a	24.	b
5.	c	15.	d	25.	b
6.	d	16.	b		
7.	b	17.	b		
8.	a	18.	a		
9.	c	19.	b		
10.	d	20.	c		

Enrichment Suggestions

Implementation Ideas

This program may be effectively used as the basis for a group decision making project involving your entire class. First, connect a PC Viewer to your computer and to an overhead projector. This will allow your class to see the computer screen. Next, divide your class into two sections; one section to control Japan's side of the war, the other section to control America's side. Have each group appoint a "supreme commander" and to assign lesser roles such as group and unit leaders so that every member of the section has a role. Finally, play the game as you would with two individuals, but ask the sections to plot their strategies and make their moves as if they comprise a command unit. Unit leaders should pass on suggested moves to their group leaders, group leaders can advise the commander, the commander can then decide which moves to make. While one section is moving its forces the other should withdraw to a corner of the room to plot its own strategy.

An excellent way to utilize the program in a computer lab setting is to have two to four students learn the program as an enrichment exercise. These students can then act as tutors when the entire class moves into the computer room.

Off-computer Exercise

Another interesting way to learn about the war is to look at the different pieces of information which make up the Pacific Theater simulation. Could your students create their own board game based on the computer game? Students would have to devise playing pieces and assign those pieces some sort of strength or capability rating, and perhaps a class (such as navy, air force, etc.). They may want to give the unit a certain movement base (i.e. carriers move one square at a time, cruisers two). Students will also have to decide on how many playing pieces each side should have and when they should get them (similar to the way Risk functions?). They will have to create a board to play on. What portions of the map of the world should be included? Which can be left off?

Part Four

Description of Forces

Handouts

Carrier— the largest of the navy's ships, and also its most deadly. Each carrier includes a full complement of carrier based planes. Carriers, because of their size, do not move as fast as cruisers and destroyers.

Battleship— these ships carry the navy's big guns and are used for heavy bombardments of an enemy's position, either shore based or afloat.

Cruiser— these ships are similar to battleships except they are smaller, more lightly armed and are more manoeuvrable.

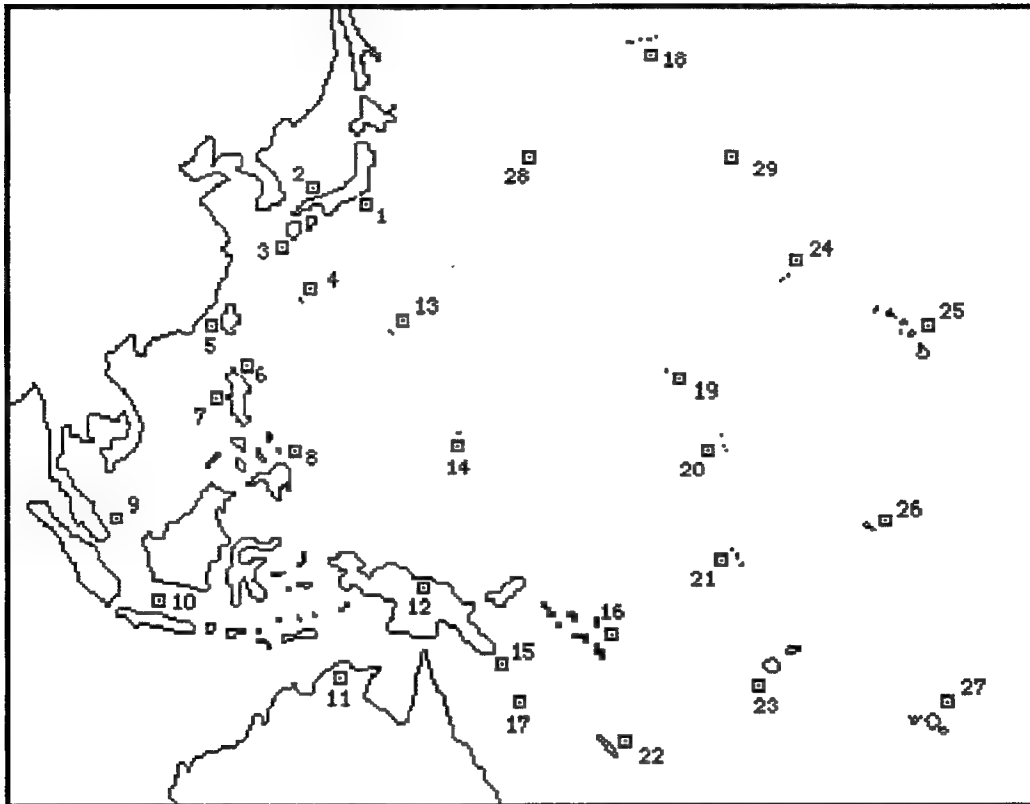
Destroyer— these ships are usually smaller and more lightly armed than cruisers. They are fast and very manoeuvrable, and are often assigned convoy patrol tasks and anti-submarine work.

Submarine— these small ships can cruise on top of and below the water. Although submarines are not well armed and are difficult to defend, their torpedoes can sink even the largest ships.

Transport— use these ships to move land based troops and equipment. Each time you move a transport to an island you have recently captured, you will be able to build a base and fortifications there.

Minelayer— use these ships to lay mines across harbor entrances so that enemy ships cannot enter without risk of being blown up.

Map of the Pacific Theater



- | | | |
|---------------|----------------------|----------------------|
| 1) Tokyo | 11) Darwin | 21) Gilbert Islands |
| 2) Hiroshima | 12) Hollandia | 22) New Caledonia |
| 3) Nagasaki | 13) Iwo Jima | 23) Fiji |
| 4) Okinawa | 14) Guam | 24) Midway |
| 5) Hong Kong | 15) Port Moresby | 25) Oahu |
| 6) Luzon | 16) Guadalcanal | 26) Christmas Island |
| 7) Manila | 17) Coral Sea | 27) Tahiti |
| 8) Leyte Gulf | 18) Aleutians | 28) NW Pacific |
| 9) Singapore | 19) Wake Island | 29) NE Pacific |
| 10) Java | 20) Marshall Islands | |

The Japanese

UNIT	CLASS	STRENGTH	MOVES	LOCATION
Akagi	Carrier	85	4	
Zuikaku	Carrier	85	4	
Kirishima	Battleship	60	4	
Tone	Cruiser	45	5	
Urakaze	Destroyer	32	5	
I-19	Submarine	15	3	
Toho Maru	Transport	10	3	
Kaga	Carrier	85	4	
Yamato	Battleship	60	4	
Tanikaze	Destroyer	32	5	
Chikuma	Cruiser	45	5	
Soryu	Carrier	85	4	
Musashi	Battleship	60	4	
I-23	Submarine	15	3	
Nihon	Minelayer	10	3	
Hiryu	Carrier	90	4	
Isokaze	Destroyer	32	5	
Fuso	Battleship	65	4	
Kumano	Cruiser	90	0	

The Americans

UNIT	CLASS	STRENGTH	MOVES	LOCATION
Enterprise	Carrier	75	4	
Arizona	Battleship	55	4	
Raleigh	Cruiser	40	5	
Darter	Submarine	15	3	
Heerman	Destroyer	30	5	
Helena	Cruiser	40	5	
Missouri	Battleship	50	4	
Cassin	Destroyer	30	5	
Yorktown	Carrier	75	4	
Virgo	Transport	10	3	
Oklahoma	Battleship	50	4	
Oglala	Minelayer	10	3	
Hornet	Carrier	75	4	
Hoel	Destroyer	35	5	
Dace	Submarine	15	3	
Nevada	Battleship	60	4	
Lexington	Carrier	85	4	
Arkansas	Battleship	60	4	
Saratoga	Carrier	90	4	
Intrepid	Carrier	95	4	
Bunker Hill	Carrier	100	4	

Rules

The following rules govern movement and battles in *Pacific Theater*. They can be found under *Rules* when you choose the *Help* option.

- A unit can only move from 1 strategic area to an adjacent strategic area.
- Once a unit enters an area occupied by the opposition, a battle may take place. You will be asked if you want to battle at the end of your turn.
- A unit can be moved only as many times in one turn as its movement ability allows. However, a unit does not have to be moved each turn.
- The controller of an area is considered to be the last side to have passed through the area uncontested, or to have won the area by eliminating the opposition.
- Either side may place as many units as it desires in any strategic area at any one time. There are no restrictions.
- Defence factors can arise from either the construction of fortifications (bases) or geographical defensive advantages. If a base is lost as a result of a battle, it is assumed to be burned to the ground and the defensive advantage is lost. Natural defence advantages cannot be destroyed. Both sides can use them.
- If the question option is on, do not answer the questions incorrectly! A wrong answer will result in the loss of movement or loss of potency.
- To win the war, all points won by a command must equal or surpass the number that command needs to win. All points must be held to the end of a turn, after both sides have moved, and after battle results have been calculated.
- Units such as submarines, carriers and battleships have a chance to sink an opposing ship with one attack and at no loss to themselves. This chance applies only when the units are attacking, not when they are being attacked.
- Submarines have the ability to hide within the vast expanses of ocean and within the many chains of islands. Even if you know an enemy sub is located in a certain area, you may not be able to find it.

Strategies

The following advice does not provide a guaranteed strategy for winning the war. It does, however, point out some of the strengths and weaknesses of each side, and ways to take advantage of them.

The Japanese

- You must drive the Americans from their bases in the west: Guam, Manila, and Darwin. You may want to try a sneak attack on Oahu, but this could be very dangerous.
- Do not let the Americans capture your precious supplies of oil in Java and Singapore. After clearing the U.S. bases at Guam and Manila, your next priority should be to secure your oil supplies. Then attack Darwin.
- Use your destroyers and cruisers to test enemy strength. Your battleships and carriers should do most of the heavy fighting. Use your submarines to attack carriers without escort ships or to slip into Oahu.
- As much as possible, keep your ships together. Large forces are very effective in crushing enemy bases and warships.
- In most cases, it will be better for you to fight than retreat. Build bases with your transport only where you expect to defend yourself from American attacks, particularly: Guam, Java, Iwo Jima, and Darwin (if possible).
- Realize that you hold the early advantage in both ships and ship strength. Use this advantage before the Americans can build up their navy. Try to win before January, 1945.

The Americans

- You must defend Darwin and Oahu. These are your two biggest weak spots. It is also important to maintain strength in Fiji.
- Try to capture Japan's precious supplies of oil in Java and Singapore. Without these supplies, the Japanese Navy will lose potency quickly.
- Use your destroyers and cruisers to test enemy strength. Your battleships and carriers should do most of the heavy fighting. Use your submarines to attack carriers without escort ships or to slip into Tokyo.
- As much as possible, keep your ships together. Large forces are very effective in crushing enemy bases and warships.
- In the first year or two of war it will be better for you to retreat than fight. Build bases with your transport where you expect to defend yourself from Japanese attacks, particularly: Wake Island, Midway and Fiji.
- Realize that the Japanese hold the early advantage in both ships and ship strength. Your strength is in your ability to refit old ships and build new ones. Try to survive the first year with as few losses as possible, then attack!

Appendix A

Loading *Pacific Theater* onto your Hard Disk

(MS-DOS versions only)

Multi-Load Feature & Custom Lab Packs

Network and 3.5" Disk Versions

Instead of making a backup of the original Entrex 3.5" disk, you may copy the files onto a hard disk. Keep the files together in a separate directory and maintain the original disk in case the hard disk copy is damaged.

There is no copy protection on the disk so it should be a simple matter of creating a new subdirectory on your hard disk (call it "Pacific") then copying the files from the 3.5" disk into the subdirectory.

The older 5.25" disk versions were designed to allow teachers to make copies of the student disks, then boot the program on multiple computers using the one master disk supplied. Because all program files now reside on one 3.5" disk, this feature is no longer supported.

If you wish to load the program on more than one computer simultaneously, you may purchase as many extra disks as you require (creating your own custom lab pack). To purchase these disks, please provide proof of purchase of the original program to an Entrex dealer or distributor along with a purchase order specifying the number of extra disks you require. Disk prices will be available from all Entrex dealers and distributors.

Operational Differences

The 3.5" and Network versions of this product differ from earlier versions in several important ways. Please read the following carefully.

License Screen

The first time you load the program, you may have to identify yourself as the original purchaser of the program. Please type in your name or the name of the site (school name) in which the program will be used. You will also have to type in the version number of the program. The version number appears on the disk label.

Each subsequent time you load the program the screen will display a message similar to the following: "For the exclusive use of: (the name you typed in)."

Loading the Program

Follow the instructions detailed in the "Loading the Program" section of the manual. Unlike earlier versions there will be no need to exchange disks. Also, the 3.5" and network versions (MS-DOS versions only) will automatically load the simulation, by-passing the Teacher Options menu. If you wish to access that menu, you must type <CTRL> and <T> simultaneously at the opening menu (as shown in diagram 2).

Note: remember the <CTRL> <T> feature. Pressing these keys from the appropriate menu is the *only* way to access student record keeping, to change the difficulty level, to clear sessions from saved files, etc. (see Part Two for more information on this part of the program).

Options & Utilities

The following options and utilities are no longer available:

Quick Boot: no longer applicable (MS-DOS versions only).

Copy Disks: no longer applicable. See the copyright and warranty section of this manual for your rights in copying your original Entrex 3.5" disk.

The following option has been added to the network version (MS-DOS versions only):

Set Pathname: this allows you to preset where sessions will be saved by students. The default pathname is A:\. This means whenever a student saves or restores a session, the program will look for a disk in drive A.

The following options have been changed on the 3.5" and network versions (MS-DOS versions only):

Quit: choose this option to return to DOS or to network log on/log off routines (previous versions do not exit to DOS).

Quiz: the quiz is now available from the main menu and not from the Introductory menu. In all other respects the Quiz is the same.

Saving Sessions

In 3.5" versions, sessions will be saved to the 3.5" disk, or onto the hard disk if you have copied the program onto a hard disk. No new file will be created.

In Network versions, sessions will be saved to a file in a virtual volume located as per the *Set Pathname* option. The default pathname is A:\. In English, this means that when a student wishes to save a session, the program will look for a DOS formatted disk in Drive A, or in whatever drive (and directory) specified in the *Set Pathname* option.

If the program cannot find a saved sessions file on the appropriate disk, the following message will be displayed:

Unable to find saved sessions file.

Please insert saved sessions disk,
then press <RETURN>.

Press <C> to create a new saved
sessions file.

Press <ESC> to return to program.

If the student hasn't saved a session previously, he or she will probably have to create a new saved sessions file. Pressing <C> will create a small file on the disk, then will allow the student to save his or her session.

If the student has previously saved a session, simply insert the disk it was saved onto, then press <RETURN>.